

**Amendments to the Claims:**

- 1 1. (canceled)
- 1 2. (previously presented) The method of Claim 15, further comprising de-aggregating the  
2 aggregated media payload for one or more destination endpoints by separating the  
3 aggregated media payload to result in creating and sending restored copies of the two  
4 or more media packets, wherein each media packet corresponds to one of the two or  
5 more concurrent calls.
- 1 3. (previously presented) The method of Claim 15, wherein aggregating the two or more  
2 media packets comprises compressing one or more headers of each media packet.
- 1 4. (canceled)
- 1 5. (previously presented) The method of Claim 15, wherein the step of aggregating two  
2 or more media packets further comprises the steps of:  
3 compressing an IP header and a UDP header of each RTP packet to form a  
4 corresponding uncompressed RTP segment; and  
5 encapsulating the two or more uncompressed RTP segments with the single  
6 aggregated header.
- 1 6. (previously presented) The method of Claim 21, wherein the step of aggregating two  
2 or more media packets further comprises the steps of:  
3 compressing an IP header, a UDP header, and an RTP header of each RTP packet to  
4 form a corresponding compressed RTP segment; and  
5 encapsulating the two or more compressed RTP segments with the single aggregated  
6 header.

- 1 7. (canceled)
- 1 8. (previously presented) The method of Claim 15, wherein the aggregation protocol  
2 comprises forming the aggregated media payload based on an aggregated media  
3 packet format for each aggregated media packet wherein the aggregated media packet  
4 format comprises a version field indicating a version of the aggregation protocol.
- 1 9. (previously presented) The method of Claim 15, wherein the aggregation protocol  
2 comprises forming the aggregated media payload based on an aggregated media  
3 packet format for each aggregated media packet wherein the aggregated media packet  
4 format comprises a placeholder field that reserves packet space for future use.
- 1 10. (previously presented) The method of Claim 15, wherein the aggregation protocol  
2 comprises forming the aggregated media payload based on an aggregated media  
3 packet format for each aggregated media packet wherein the aggregated media packet  
4 format comprises a sequence number field that is incremented for each aggregated  
5 media packet and is used to detect media packet loss.
- 1 11. (previously presented) The method of Claim 15, wherein the aggregation protocol  
2 comprises forming the aggregated media payload based on an aggregated media  
3 packet format for each aggregated media packet wherein the aggregated media packet  
4 format comprises a trunk ID field that uniquely identifies a corresponding trunk.
- 1 12. (previously presented) The method of Claim 15, wherein the aggregation protocol  
2 further comprises forming the aggregated media payload based on an uncompressed  
3 Real-Time Protocol segment format for each uncompressed Real-Time Protocol

segment of the two or more media packets that comprises a context ID field indicating a session context ID for the uncompressed Real-Time Protocol segment.

13. (previously presented) The method of Claim 15, wherein the aggregation protocol further comprises forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for each uncompressed Real-Time Protocol segment of the two or more media packets that comprises a compression bit indicating whether the uncompressed Real-Time Protocol segment is uncompressed.

14. (previously presented) The method of Claim 15, wherein the aggregation protocol further comprises forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for each uncompressed Real-Time Protocol segment of the two or more media packets that comprises a placeholder field for future use.

15. (currently amended) A method of efficiently transmitting media information associated with two or more concurrent calls carried in a packet-switched network, the method comprising the computer-implemented steps of:

aggregating, according to an aggregation protocol, two or more media packets from the two or more concurrent calls originating from one or more source end points into an aggregated media payload;

re-packetizing the aggregated media payload using a single aggregated header to form an aggregated media packet;

forwarding the aggregated media packet to a next hop in the packet-switched network;

~~wherein the aggregation protocol further comprises~~ forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for

12           each uncompressed Real-Time Protocol segment of the two or more media  
13           packets that comprises a Real-Time Protocol header extension bit indicating  
14           whether a Real-Time Protocol header extension appears in the uncompressed  
15           Real-Time Protocol segment.

1   16.   (previously presented) The method of Claim 15, wherein the aggregation protocol  
2           further comprises forming the aggregated media payload based on an uncompressed  
3           Real-Time Protocol segment format for each uncompressed Real-Time Protocol  
4           segment of the two or more media packets that includes a full length field containing a  
5           length of a Real-Time Protocol packet that corresponds to the uncompressed Real-  
6           Time Protocol segment.

1   17.   (previously presented) The method of Claim 15, wherein the aggregation protocol  
2           further comprises forming the aggregated media payload based on an uncompressed  
3           Real-Time Protocol segment format for each uncompressed Real-Time Protocol  
4           segment of the two or more media packets that comprises a Real-Time Protocol  
5           payload and a Real-Time Protocol header corresponding to a Real-Time Protocol  
6           packet that in turn corresponds to the uncompressed Real-Time Protocol segment.

1   18.   (previously presented) The method of Claim 15, wherein the aggregation protocol  
2           further comprises forming the aggregated media payload based on an uncompressed  
3           Real-Time Protocol segment format for each uncompressed Real-Time Protocol  
4           segment of the two or more media packets that comprises a padding field that aligns  
5           an end of the uncompressed Real-Time Protocol segment with a next four-byte  
6           boundary.

19. (previously presented) The method of Claim 21, wherein the aggregation protocol further comprises forming the aggregated media payload based on a compressed Real-Time Protocol segment format for each compressed Real-Time Protocol segment of the two or more media packets that comprises a context ID field indicating a session context ID for the compressed Real-Time Protocol segment.

20. (previously presented) The method of Claim 21, wherein the aggregation protocol further comprises forming the aggregated media payload based on a compressed Real-Time Protocol segment format for each compressed Real-Time Protocol segment of the two or more media packets that comprises a compression bit indicating whether the Real-Time Protocol segment is compressed.

21. (currently amended) A method of efficiently transmitting media information associated with two or more concurrent calls carried in a packet-switched network, the method comprising the computer-implemented steps of:  
 aggregating, according to an aggregation protocol, two or more media packets from the two or more concurrent calls originating from one or more source end points into an aggregated media payload;  
 re-packetizing the aggregated media payload using a single aggregated header to form an aggregated media packet;  
 forwarding the aggregated media packet to a next hop in the packet-switched network;  
~~wherein the aggregation protocol further comprises~~ forming the aggregated media payload based on a compressed Real-Time Protocol segment format for each compressed Real-Time Protocol segment of the two or more media packets that comprises a Real-Time Protocol header extension bit indicating whether a

14 Real-Time Protocol header extension appears in the compressed Real-Time  
15 Protocol segment.

1 22. (previously presented) The method of Claim 21, wherein the aggregation protocol  
2 further comprises forming the aggregated media payload based on a compressed Real-  
3 Time Protocol segment format for each compressed Real-Time Protocol segment of  
4 the two or more media packets that comprises a Real-Time Protocol header marker  
5 bit.

1 23. (previously presented) The method of Claim 21, wherein the aggregation protocol  
2 further comprises forming the aggregated media payload based on a compressed Real-  
3 Time Protocol segment format for each compressed Real-Time Protocol segment of  
4 the two or more media packets that comprises a length field containing a length of a  
5 Real-Time Protocol payload of a Real-Time Protocol packet of the compressed Real-  
6 Time Protocol segment.

1 24. (previously presented) The method of Claim 21, wherein the aggregation protocol  
2 further comprises forming the aggregated media payload based on a compressed Real-  
3 Time Protocol segment format for each compressed Real-Time Protocol segment of  
4 the two or more media packets that comprises a sequence number field carrying a  
5 Real-Time Protocol header sequence number.

1 25. (previously presented) The method of Claim 21, wherein the aggregation protocol  
2 further comprises forming the aggregated media payload based on a compressed Real-  
3 Time Protocol segment format for each compressed Real-Time Protocol segment  
4 wherein the compressed Real-Time Protocol segment format comprises a timestamp  
5 field carrying a Real-Time Protocol header timestamp.

1 26. (canceled)

1 27. (previously presented) The method of Claim 21, wherein the aggregation protocol  
2 further comprises forming the aggregated media payload based on a compressed Real-  
3 Time Protocol segment format for each compressed Real-Time Protocol segment of  
4 the two or more media packets that comprises a padding field that aligns an end of the  
5 compressed Real-Time Protocol segment with a next boundary.

1 28. (canceled)

1 29. (canceled)

1 30. (canceled)

1 31. (canceled)

1 32. (canceled)

1 33. (canceled)

1 34. (canceled)

1 35. (canceled)

1 36. (new) An apparatus for transmitting media information associated with two or more  
2 concurrent calls carried in a packet-switched network, the apparatus comprising:  
3 means for aggregating, according to an aggregation protocol, two or more media  
4 packets from the two or more concurrent calls originating from one or more  
5 source end points into an aggregated media payload;  
6 means for re-packetizing the aggregated media payload using a single aggregated  
7 header to form an aggregated media packet;

means for forwarding the aggregated media packet to a next hop in the packet-switched network;

means for forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for each uncompressed Real-Time Protocol segment of the two or more media packets that comprises a Real-Time Protocol header extension bit indicating whether a Real-Time Protocol header extension appears in the uncompressed Real-Time Protocol segment.

37. (new) An apparatus for transmitting media information associated with two or more concurrent calls carried in a packet-switched network, the apparatus comprising:
- one or more processors coupled to an aggregator for aggregating two or more media packets into an aggregated media packet;
  - a memory accessible to the one or more processors; and
  - one or more sequences of instructions stored in the memory which, when executed by the one or more processors, cause the one or more processors to carry out the steps of:
    - aggregating, according to an aggregation protocol, two or more media packets from the two or more concurrent calls originating from one or more source end points into an aggregated media payload;
    - re-packetizing the aggregated media payload using a single aggregated header to form an aggregated media packet;
    - forwarding the aggregated media packet to a next hop in the packet-switched network;



forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for each uncompressed Real-Time Protocol segment of the two or more media packets that comprises a Real-Time Protocol header extension bit indicating whether a Real-Time Protocol header extension appears in the uncompressed Real-Time Protocol segment.

38. (new) A computer-readable medium comprising one or more sequences of instructions for transmitting media information associated with two or more concurrent calls carried in a packet-switched network, which sequences of instructions, when executed by one or more processors, cause the one or more processors to carry out the steps of:
- aggregating, according to an aggregation protocol, two or more media packets from the two or more concurrent calls originating from one or more source end points into an aggregated media payload;
  - re-packetizing the aggregated media payload using a single aggregated header to form an aggregated media packet;
  - forwarding the aggregated media packet to a next hop in the packet-switched network;
  - forming the aggregated media payload based on an uncompressed Real-Time Protocol segment format for each uncompressed Real-Time Protocol segment of the two or more media packets that comprises a Real-Time Protocol header extension bit indicating whether a Real-Time Protocol header extension appears in the uncompressed Real-Time Protocol segment.

1 39. (new) An apparatus for efficiently transmitting media information associated with two  
2 or more concurrent calls carried in a packet-switched network, the apparatus  
3 comprising:

4 means for aggregating, according to an aggregation protocol, two or more media  
5 packets from the two or more concurrent calls originating from one or more  
6 source end points into an aggregated media payload;

7 means for re-packetizing the aggregated media payload using a single aggregated  
8 header to form an aggregated media packet;

9 means for forwarding the aggregated media packet to a next hop in the packet-  
10 switched network;

11 means for forming the aggregated media payload based on a compressed Real-Time  
12 Protocol segment format for each compressed Real-Time Protocol segment of  
13 the two or more media packets that comprises a Real-Time Protocol header  
14 extension bit indicating whether a Real-Time Protocol header extension  
15 appears in the compressed Real-Time Protocol segment.

1 40. (new) An apparatus for efficiently transmitting media information associated with two  
2 or more concurrent calls carried in a packet-switched network, the apparatus  
3 comprising:

4 one or more processors coupled to an aggregator for aggregating two or more media  
5 packets into an aggregated media packet;

6 a memory accessible to the one or more processors; and

one or more sequences of instructions stored in the memory which, when executed by the one or more processors, cause the one or more processors to carry out the steps of:

aggregating, according to an aggregation protocol, two or more media packets from the two or more concurrent calls originating from one or more source end points into an aggregated media payload;

re-packetizing the aggregated media payload using a single aggregated header to form an aggregated media packet;

forwarding the aggregated media packet to a next hop in the packet-switched network;

forming the aggregated media payload based on a compressed Real-Time Protocol segment format for each compressed Real-Time Protocol segment of the two or more media packets that comprises a Real-Time Protocol header extension bit indicating whether a Real-Time Protocol header extension appears in the compressed Real-Time Protocol segment.

41. (new) A computer-readable medium comprising one or more sequences of instructions for transmitting media information associated with two or more concurrent calls carried in a packet-switched network, which sequences of instructions, when executed by one or more processors, cause the one or more processors to carry out the steps of:

6 aggregating, according to an aggregation protocol, two or more media packets from  
7 the two or more concurrent calls originating from one or more source end  
8 points into an aggregated media payload;  
9 re-packetizing the aggregated media payload using a single aggregated header to form  
10 an aggregated media packet;  
11 forwarding the aggregated media packet to a next hop in the packet-switched network;  
12 forming the aggregated media payload based on a compressed Real-Time Protocol  
13 segment format for each compressed Real-Time Protocol segment of the two  
14 or more media packets that comprises a Real-Time Protocol header extension  
15 bit indicating whether a Real-Time Protocol header extension appears in the  
16 compressed Real-Time Protocol segment.